

AMENDMENTS TO THE SPECIFICATION

Please amend the paragraph beginning on page 16, line 27, as follows:

FIGURE 8 illustrates an alternative exemplary optimum bump processing subroutine 800 that locates a destination location for a bumped graphical component. Optimum bump processing subroutine 800 begins at block 801 and proceeds to block 805 where all rectangles defined by graphical components in the display region(s) of the display(s) 190 are located. In one exemplary embodiment of the present invention, the edges of all graphical components are used in locating rectangles where a graphical component may be bumped to. Next, looping block 810 begins an iteration through each located rectangle. The first in the loop is block 815 where the rectangle's initial bump value is assigned as "0." Next, in decision block 820, a determination is made whether the current rectangle covers one or more "icon" graphical components; if so, then in block 825 the current rectangle's bump value is incremented by "1" for each icon covered by the current rectangle. If, however, in decision block 820, it was determined that the current rectangle does not cover any icons, then processing proceeds to decision block 830 where a determination is made whether the current rectangle covers any white space components. If in decision block 830 it was determined that the current rectangle does cover one or more white space components, then processing proceeds to block 835 where the current rectangle's bump value is incremented by "4" for each white space component covered by the current rectangle, then processing proceeds to decision block 840. If, however, in decision block 830, it was determined that the current rectangle does not cover any white space components, then processing proceeds directly to decision block 840 where a determination is made whether the current rectangle covers a toolbar. If the current rectangle covers one or more toolbars then its bump value is incremented by "8" for each toolbar the current rectangle covers (block ~~[[835]]~~ 845), and processing proceeds to decision block 850. If, however, in decision block 840 it was determined that the current rectangle does not cover a toolbar, then processing proceeds directly to decision block 850 where a determination is made whether the current rectangle covers an information bearing window (e.g., non-white space). If the current rectangle being iterated through covers one or more an information bearing windows, then in block 855,

the current rectangle's bump value incremented by "12" for each information bearing window covered by the current rectangle, and processing proceeds to decision block 860. If, however, in decision block 850 it was determined that the current rectangle does not cover any information bearing windows, then processing proceeds to decision block 860 where a determination is made whether the current rectangle is beyond a predetermined distance from a target display region bump location, i.e. a location that the graphical component would have been bumped to in target display region bump subroutine 300. If so, then in block 865, the current rectangle's bump value is increased by "1" for each multiple of the predetermined distance that the current rectangle is from the target display region bump location. Processing proceeds to decision block 870. If, however, in decision block 860 a determination was made that the current rectangle is not beyond a predetermined distance from a target display region bump location, then processing proceeds directly to decision block 870. In decision block 870, a determination is made whether the current rectangle covers any windows that have been recently used (e.g., within a predetermined period of time). If the current rectangle covers any window that has been used recently, then the current rectangle's bump value is increase by "2" for each window that has been used recently in block 875 and processing proceeds to decision block 880. If, however, in decision block 870 it was determined that the current rectangle does not cover any window that has been recently used, then processing proceeds directly to decision block 880. In decision block 880, a determination is made whether the current rectangle is smaller than the graphical component to be bumped. If in decision block 880 it was determined that the current rectangle is smaller than the graphical component, then in block 885 the bump value of the current rectangle is increased by "1" for each multiple of a predetermined percent reduced size difference from the graphical component to be bumped, and processing proceeds to decision block 890. For example, if for every five percent reduction in size a point is added to the bump value of the current rectangle, then a current rectangle that was fifty percent smaller in total area than the graphical component to be bumped would have an increase to its bump value of "10."